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# 1 BlurFit: an application of functional programming to scientific analysis

D. McClain

December 1999

ACM SIGPLAN Notices, Volume 34 Issue 12

Full text available: pdf(467.57 KB)

Additional Information: full citation, abstract,

Functional languages offer numerous advantages when applied to scientific problems. The complexity of the problem expression is possible. The speed of execution is of a functional programming style allows the investigator to concentrate more expression in a computer language. These characteristics were clearly demonstrated by an algorithm written in the O ...




## 2 Combining programming languages and direct manipulation in environments

Eric Blough, Michael Eisenberg

August 1995 Proceedings of the conference on Designing interactive systems: professional techniques

Full text available: pdf(841.69 KB)

Additional Information: full citation, references

- 3 **Visualisations compactes: une approche déclarative pour la visualisation d'**  
Thomas Baudel  
November 2002 Proceedings of the 14th French-speaking conference on Human-computer interaction (Human-cc Francophone sur l'Interaction Homme-Machine)  
Full text available:  pdf (177.81 KB) Additional Information: full citation, abstract, references,  
We introduce a descriptive model that allows the definition of a large class of visualizations with a small number of parameters. Compact visualizations, which we conjecture can be rendered in a time directly proportional to the size of the dataflow architecture: clustering and subclustering of input data, sort, graphic generation. At each step, the parameters ...  
Keywords: algorithm description models, algorithmic complexity of information visualization, generic visualization models, information visualization taxonomy of representations
- 4 **Supporting runtime tool interaction for parallel simulations**  
Christopher W. Harrop, Steven T. Hackstadt, Janice E. Cuny, Allen D. Malony, L. ...  
November 1998 Proceedings of the 1998 ACM/IEEE conference on Supercomputing  
Full text available:  pdf (120.74 KB) Additional Information: full citation, abstract, references,  
Scientists from many disciplines now routinely use modeling and simulation to study biological phenomena. Advances in high-performance architectures and networks support complex simulations with parallel and distributed interacting components. Unfortunately, support for such complex simulations has lagged behind hardware developments. We provide support: runtime program interaction. We have developed a runtime ...  
Keywords: computational steering, matlab, runtime interaction
- 5 **OOPAL: integrating array programming in object-oriented programming**  
Philippe Mougin, Stéphane Ducasse  
October 2003 ACM SIGPLAN Notices, Proceedings of the 18th annual ACM SIGPLAN conference on programming, systems, languages, and applications, Volume 38 Issue 10  
Full text available:  pdf (158.90 KB) Additional Information: full citation, abstract, references,  
Array programming shines in its ability to express computations at a high-level that can manipulate and query whole sets of data at once. This paper presents the OOPAL programming with array programming features. The goal of OOPAL is to determine what must be made to the traditional object model in order to take advantage of this. It is based on a minimal extension ...  
Keywords: array programming, f-script, high-level language, high-order message passing

## 6 New Products

January 1998

Linux Journal



Full text available:  [html](#)(5.05 KB) Additional Information: full citation, index terms

## 7 A rule-based tool for assisting colormap selection

L. D. Bergman, B. E. Rogowitz, L. A. Treinish

October 1995

Proceedings of the 6th conference on Visualization '95

Full text available:  [pdf](#)(1.77 MB)  [Publisher Site](#)

Additional Information

The paper presents an interactive approach for guiding the user's select of col implemented as a module in the IBM Visualization Data Explorer, provides the colormaps given the data type and spatial frequency, the user's task, and proj

Keywords: IBM Visualization Data Explorer, PRAVDAColor, colormap selection, type, data visualisation, expert systems, human perceptual system, rule-base

## 8 Visualization environments: Bridging the gap between visualization and dat management system

Peter Kochevar, Zahid Ahmed, Jonathan Shade, Colin Sharp

October 1993

Proceedings of the 4th conference on Visualization '93

Full text available:  [pdf](#)(876.56 KB)

Additional Information: full citation, abstract,

A prototype *visualization management system* is described which merges the system with any number of existing visualization packages such as AVS or IDI database management system to store and access Earth science data through located in the database is visualized by automatically invoking a desired visu appropriate script or program. The central idea u ...

## 9 New Products

August 1998

Linux Journal



Full text available:  [html](#)(6.30 KB) Additional Information: full citation, index terms

**10 Session C4: bio-medical II: 4D space-time techniques: a medical imaging c**

Melanie Tory, Niklas Röber, Torsten Möller, Anna Celler, M. Stella Atkins

October 2001

Proceedings of the conference on Visualization '01

Full text available:  pdf(1.27 MB)  Publisher Site

Additional Information: full citation, abs

We present the problem of visualizing time-varying medical data. Two medical modalities, MRI and dynamic SPECT. For each modality, we examine several derived scalar fields: change in intensity over time, the spatial gradient, and the change of the gradient. We present methods for presenting the data, including isosurfaces, direct volume rendering, and glyphs. These techniques may provide more information ...

Keywords: 4D visualization, I.3.3 animations, I.3.7 display algorithms, J3 health care, J3 health care dynamic SPECT, glyph, isosurface

**11 IDL: sharing intermediate representations**

David Alex Lamb

July 1987

ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(1.77 MB)

Additional Information: full citation, abstract, references, citing


IDL (Interface Description Language) is a practical and useful tool for controlling the interaction between different components of a large system. IDL is a notation for describing the structures through which they communicate. Using IDL, a designer gives an abstract description together with representation specifications that specialize the abstract structure. The IDL translator, generates a representation ...

**12 Extending IDL to support concurrent views**

D. Garlan

November 1987

ACM SIGPLAN Notices, Volume 22 Issue 11

Full text available:  pdf(1.07 MB)

Additional Information: full citation, abstract, citations, i

Derivation and refinement in IDL currently provide kinds of *views* in the sense that they show the same data in different ways. But derivation and refinement are limited in (a) access to shared information and (b) the range of differences between derived views. In this paper we outline an architecture in which IDL is extended to correct these problems. We describe IDL-based tools to access ...

**13 Customizing IDL mappings and ORB protocols**

Girish Welling, Maximilian Ott

April 2000

IFIP/ACM International Conference on Distributed systems platform

Full text available:  pdf(293.12 KB)


Additional Information: full citation, abstract,

Current mappings of IDL to implementation languages such as data-types, which makes it imperative for an object implementation. While being completely CORBA-compliant ensures portability *and* classes of enterprise applications may *only* require interoperable applications. Other applications may be constrained by such factors as code-base or a widely used communication ...

**14 Flick: a flexible, optimizing IDL compiler**

Eric Eide, Kevin Frei, Bryan Ford, Jay Lepreau, Gary Lindstrom

May 1997 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1997 conference and implementation, Volume 32 Issue 5

Full text available:  pdf(1.75 MB)

Additional Information: full citation, abstract, references, ci

An interface definition language (IDL) is a nontraditional language for describing components. IDL compilers generate "stubs" that provide separate communication for local object invocation or procedure call. High-quality stub generation is essential for component-based designs, whether the components reside on a single computer. Typical IDL compilers, ...

**15 Relationship between IDL and structure editor generation technology**

P. H. Feiler

November 1987

ACM SIGPLAN Notices, Volume 22 Issue 11

Full text available:  pdf(860.55 KB)

Additional Information: full citation, abstract, in

This paper discusses observed commonalities and differences between IDL and structure editor technologies. IDL (Interface Description Language) is technology for generating code with roots in compiler generation. Structure editor generation technology has produced environments for interactive viewing and manipulation of formally specified code. Both use a formal notation for structural and constraint ...

**16 Distributed programming with intermediate IDL**

Gary W. Smith, Richard A. Volz

June 1999 ACM SIGAda Ada Letters , Proceedings of the ninth international workshop on Ada, Issue 2

Full text available:  pdf(484.55 KB)

Additional Information: full citation, abstract,

Several heterogeneous-language distributed programming systems have been developed using the Interface Definition Language (IDL) for the specification of distributed objects and mapping language specifications to corresponding client language representations. In this paper, we describe a system which combines the advantages of these prior systems. Our approach uses an intermediate language for the translation from server to client language ...

# 17 Invited workshop on middleware interoperability of enterprise applications: compliance of IDL-compilers and interoperability of CORBA-based applicat

Markus Aleksy, Ralf Gitzel

September 2003 Proceedings of the 1st international symposium on Information &

Full text available:  pdf(92.69 KB)

Additional Information: full citation, abstract, r

Ever since the introduction of version 2.0 of the CORBA specification, that arcl popularity. There are two reasons for this, both due to the underlying principle between different ORB products and the possibility of cooperation with other ( advantage to come to bear, it is paramount that the IDL specification is accur In this paper we examine the IDL compilers ...

# 18 The Concert signature representation: IDL as intermediate language

Joshua S. Auerbach, James R. Russell

August 1994 ACM SIGPLAN Notices , Proceedings of the workshop on Interface del

Full text available:  pdf(856.73 KB)

Additional Information: full citation, abstract, citing

In the Concert multilanguage distributed programming system, interface spec programming languages, not a separate IDL. However, an IDL is still necessar between declarations in different languages. A single representation is also de aspects of the implementation. Consequently, Concert has an IDL as an interr front-ends and not normally manipulated by programmer ...

# 19 An IDL to Ada95 mapping to support propagation modeling

D. Needham, S. Demurjian, T. Peters

March 2000 ACM SIGAda Ada Letters, Volume XX Issue 1

Full text available:  pdf(650.18 KB)

Additional Information: full citation, abstract,

Representing dynamic interdependencies between design objects is an essent communications found in complex software systems. This paper investigates t for dynamic interdependencies), which are captured using design-level trigger object types. We focus on the CORBA-compliant utilization of our propagation propagation-focused applications. We develop ...

# 20 Adding more &ldquo;DL&rdquo; to IDL: towards more knowledgeable comp

Alex Borgida, Premkumar Devanbu

May 1999 Proceedings of the 21st international conference on Software engine

Full text available:  pdf(1.16 MB)




Additional Information: full citation, references, citings, index t

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